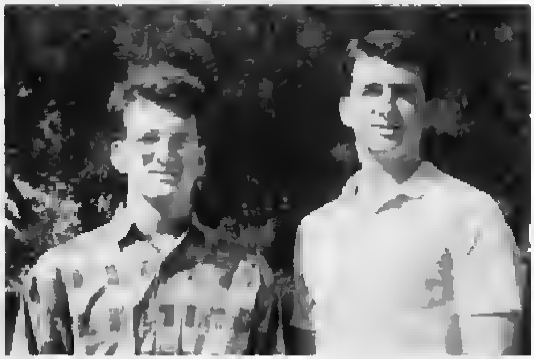
BILL WALSH

COLLEGE 95 FOOTBALL™

By Jim Simmons and High Score Productions

EA SPORTS.

Licensed by Sega Enterprises, Ltd. for play on the SEGA™ GENESIS™ SYSTEM



(Left) George Simmons, graphic artist, (right) Jim Simmons, programmer

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING
To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions

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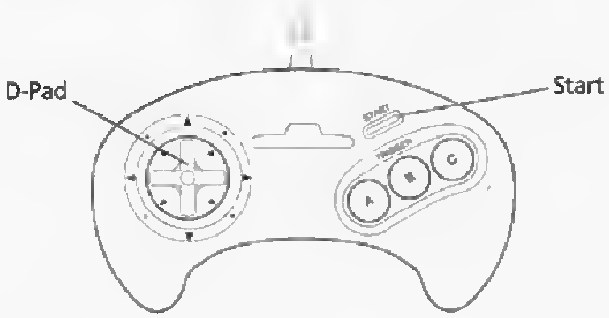
QUICKSTART



Kicking

Aim ball	**D-Pad left/right**
Onside Kick formation	**A**, then **A**, **B**, or **C** for left, standard, and right formation
Set kicker in motion.	**C**
Kick ball	**C**

RECEIVING A KICK

Take control of receiver	**D-Pad**
Position to receive onside kick	**A**, then **A**, **B**, or **C** for left, standard, and right formation

BEFORE THE SNAP

OFFENSE

Call an audible	**A**, then **A**, **B**, or **C**
Call a fake snap signal	**B**
Snap the ball	**C**

NOTE: The ball must be snapped before the 25-second Play Clock reaches zero or the offense is penalized five yards.

DEFENSE

Control player's movement	**D-Pad**
Call an audible	**A**, then **A**, **B**, or **C**
Control a different player	**B**
Fire off the line	**C**

AFTER THE SNAP

OFFENSE

Running

Player movement	**D-Pad**
Player dives	**A**
Explode forward (tap)	**B**
Spin (hold)	**B**
Hurdle	**C**
Quarterback hands off or laterals ball on option plays	**C**

Passing

Call up Passing Windows/letters	**C**
Pass to one of three receivers	**A**,**B**,**C**

Receiving

Dive for the ball	**A**
Activate receiver closest to ball	**B**
Jump and raise hands	**C**

DEFENSE

Dive at ball carrier	**A**
Activate defender closest to ball	**B**
Jump and raise hands to block kick or intercept a pass	**C**
Power tackle	**C**

NOTE: This is a general control summary. For complete instruction please refer to the appropriate sections in this manual.

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.

   Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert *Bill Walsh College Football™ '95* into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The Electronic Arts® logo appears. (If you don't see it, begin again at step 1.)
5. The EA SPORTS™ title screen appears. Press START to bypass the title screen and go directly to the Game Setup screen.

4-WAY PLAY™

The 4-Way Play lets up to four people butt heads in Bill Walsh College Football '95. (Remember, if you are using a six-button controller, you must play in three-button mode.) You can play 3-on-1, 2-on-2, or 4-against-the-Genesis. The adapter features an auto detect device, so all you have to do is plug it into the Genesis and you're ready to go!

When you use the 4-Way Play, the Team Select screen appears with four controllers, each a different color. Just toggle the controllers to the appropriate teams, then press **START**. The colors assigned to each controller are:

Player #	Color of Star
Player 1	Orange
Player 2	Red
Player 3	White
Player 4	Gray

When you're on the field, the following holds true:

- On offense, one person is always the quarterback. He calls the plays, too. Other players can press **B** to cycle through the other positions and take control of any player but the quarterback.
- On defense, the same person who calls the offensive plays calls the defensive plays. Again, other players can press **B** to select other positions to control.
- The person who presses **B** first takes control of the player closest to the ball on offense and defense. The person who presses **B** second takes control of the player who is second closest to the ball, and so on.

NOTE: When playing in PLAYOFF mode, you must have your controller plugged into port #1 (upper left).

BILL WALSH COLLEGE FOOTBALL '95

Bill Walsh College Football '95 contains all the excitement of college ball, with 36 real teams meeting on the gridiron. You have a choice between Bowl and Playoff tournament games, and we've also included new plays and formations, exhaustive player stats throughout the season, on-screen player ratings complete with energy levels, and, of course, in-depth scouting reports provided by coaching great, Bill Walsh.

PLAYER RATINGS, ROSTERS, AND RANKINGS

Now for the first time we've included all the vital statistics, team rankings, team rosters, and player ratings right in the game—the information you need to plan your strategy and make it to the Bowl games or Playoffs is available to you when you want it, where you want it. Team rankings are based on the toughness of a team's schedule, and the way their offense and defense performs. In the roster you'll find player ratings based on quickness, intelligence, weight, and much more. To learn more about how to access these statistics, see *Week Schedule Screen* on page 10, or *The Pregame Show* on page 14.

GAME SETUP SCREEN

Use the Game Setup screen to select the play mode you want, and the options available to you based on the play mode you select.

Select one of three play modes. EXHIBITION, NEW SEASON, and CONTINUE SEASON. The options available to you at the Game Setup screen differ depending upon the mode you select.

- To highlight an option, D-Pad **up/down**.
- To cycle through option choices, D-Pad **left/right**.
- When you've made the selections you want, press **START**.

PLAYING AN EXHIBITION GAME

Setup Screen

(defaults in **Bold** type)

If you select EXHIBITION as play mode, the Setup screen

offers you the following options:

HOME TEAM: Select the team for the home crowd.

VISITOR TEAM: Select the visiting team. The visiting team gets the call in the coin toss.

GAME LENGTH: Select either **20,** 40, or 60 minute games.

WEATHER: Select from **FAIR,** WINDY, RAIN, or SNOW. Weather conditions can affect the game's outcome.

Player Select Screen

When you've set up the game the way you want it, press **START**. The Player Select screen appears. Here you determine which controller directs which team.

To make selections:

1. D-Pad **left/right** to toggle the controller under the team you want.
2. When you're done selecting, press **START** to move to the EA Sports Pregame Show (See *The Pregame Show* on page 14 for more information.)

NEW SEASON

Setup Screen

(defaults in **Bold** type)

If you select NEW SEASON as play mode, the Setup screen offers you the following options:

GAME LENGTH: **20**, **40,** 60 minute games.

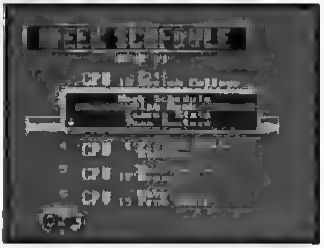
WEEKS: From 1-16; **12** is the default

FINALS: Playoffs or **Bowl Games**.

After making your selections, press **START**. The Week Schedule screen appears.

Week Schedule Screen

This screen lists the schedule for the entire season on a week-by-week basis. When you first enter the screen, you go to week one of the season.



- To view all eighteen of the matchups for the week, D-Pad **up/down**.
- To view the other weeks' matchups, D-Pad **left/right**.
- To select a game to play, D-Pad **up/down** to highlight the matchup of your choice, and press **C**. The matchup becomes a HOLD game.

All the games on the schedule default to CPU, or computer played games. HOLD games are those games that you play.

- To change individual HOLD games back to CPU, highlight the game and press **C**.

- To display the Week Schedule menu, press **START** from the Week Schedule screen. This menu contains the options you need to plan your season, with valuable statistics for all the teams.

To select from the Week Schedule menu:

1. Press the D-Pad **up/down** to highlight an option.
2. Press **C** to select the option you want
3. To exit a specific option screen and return to the Week Schedule menu, press **START**.

PLAY WEEK. After you select the games you want to play in the first week, select PLAY WEEK. All CPU games play automatically and you are taken to the HOLD games. When you complete all the games you chose to play in week one, the Week Schedule screen returns. Repeat the process of selecting games for week two and so on until you reach the end of your season.

SEASON STATS. With this option, you view the cumulative season stats for the teams and players. The stats available are. Team Stats, Passing Leaders, Rushing Leaders, Receiving Leaders, Defensive Leaders, Kicking Leaders, and Punting Leaders.

To view the Season Stats:

1. Select SEASON STATS, and press **C**. The Stats menu appears.
2. Press the D-Pad **up/down** to highlight the stat you want, and press **C**. The screen for the stat you chose appears.

- Each stat screen contains categories specific to that statistic. For example, under Receiving Leaders, you find the following categories: Receptions, Yards, Average, Longest, Drops, Fumbles, and TD's. Press the D-Pad **left/right** to highlight the category you want, and press it **up/down** to view all the players.

3. Press **START** to return to the Stats menu.
4. Highlight Exit with the D-Pad and press **C**, or press **START** to return to the Week Schedule menu.

TEAM ROSTERS: We've included player ratings in several important areas. The complete roster of each team, listing players and positions, is available. Categories on the roster include: energy level (check out if your players are tiring), speed, quickness, intelligence, weight, range or hands, and power or block, accuracy, or tackle.

- To view the different teams, D-Pad **left/right**.
- To view the different positions, D-Pad **up/down**.

TEAM SCHEDULES: This option allows you to view the entire season schedule for each team. The schedule lists who and where they play, the scores of already completed games, and the selected team's record.

- To view the different teams, D-Pad **left/right**.

RANKINGS: Use this option to view the rankings for all the teams. The teams are listed in order of rank, and are arranged in five categories: Southern, Mid Western, Far Western, Eastern, and All Conference. Keeping an eye on where you stand in your conference is all-important when it comes to Bowl Games.

- To view the different conference rankings, D-Pad **left/right**.
- To view every team in All Conferences, D-Pad **up/down.**

NEW SEASON: Select this option to begin a new season with a new schedule. This erases the previously saved season.

SET ALL GAMES TO HOLD: If you wish to play every game in a week schedule, select this option.

SET ALL GAMES TO CPU: If you have set some or all of the games to HOLD, and want to switch them back to CPU, select this option.

SET OPTIONS: Select this option to return to the Game Setup screen.

After setting up your season, select PLAY WEEK and press **C**. You go to the Player Select screen, and then the Pregame Show (see *Player Select* on page 9 and *The Pregame Show* on page 14.)

CONTINUE SEASON

Select this play mode to continue a season or tournament in progress at the next scheduled game. To select this mode, you must first play a regular season game, or win a tournament game. If you quit in the middle of a game, that game is not saved and must be played again from the beginning.

THE PREGAME SHOW

Welcome to the EA SPORTS Pregame extravaganza. Bill Walsh comes to you live from the press box to set the stage for the upcoming contest and help you with your pregame planning.

To select options from the Pregame menu:

1. D-Pad **up/down** to highlight an option.
2. Press **C** to select the option.
3. Press **START** to return to the Pregame menu.

START GAME: Select this option when you're ready to play. The Coin Toss screen appears (see *The Coin Toss*, pg. 18).

THE WALSH REPORT: Renowned coach and commentator, Bill Walsh, provides an inside look at the strengths and weaknesses of the teams on both offense and defense. These in-depth scouting reports are invaluable when determining your strategy for the ensuing game.

TEAM MATCHUPS: This option lets you compare the relative strengths and weaknesses via Bill Walsh's numerical rating system. The higher the numerical rating, the better the team is in that particular position.

> **NOTE:** You can only view the Team Matchups during the pregame report.

TEAM ROSTERS: Lists the rosters for the two teams meeting on the field.

- To toggle back and forth between teams, D-Pad **left/right.**
- To view the different positions, D-Pad **up/down.**

SCOREBOARD: The EA SPORTS team keeps you up to date on the day's scores. Check in now and then to see who's winning! This option is also available from the Pause screen.

- To view all the scores, press the D-Pad **up/down.**

SET AUDIBLES: Select this option if you want to change the settings on the audibles. The settings you select remain until you reprogram them. The pre-programmed settings are:

Offense: **A**–Wishbone, FL Streak
B–Veer, T.E. Curl
C–Shotgun, Deep Outs

Defense: **A**–4-4 formation, Wide Zone
B–4-4 formation, Medium Zone
C–4-4 formation, Short Zone

To change the audible settings:

1. Select SET AUDIBLES. The Set Audibles screen appears.
2. D-Pad **up/down** to highlight the button you want to change, e.g., Set Offense Audible **B**.
3. Press **C**. The Formation screen appears.
4. Press the D-Pad in any direction to highlight the formation you want, and press the appropriate button to select that formation. The Play Call screen appears.

5. Follow the same procedure to select the play you want. When you're done, the Set Audible screen returns.

6. Highlight Exit and press **C**, or press **START** to return to the Pregame menu.

When you are using the 1 Box mode, you can also fake out the opponent when setting your audibles. (See *Calling a Play* on page 20 for more information.)

PLAY CALL MODE: *Bill Walsh College Football '95* features two modes for calling plays: 1 Box or 3 Box. 1 Box allows you to bluff when calling your plays. 3 Box is a simpler play selection method. To learn more about these two modes, see *Calling A Play* on page 20.

- To select the mode you want, use the D-Pad to highlight Play Call, and press **C** to toggle between the two modes.

PASS CATCH MODE: Two pass catch modes are available: Auto Pass and Manual Pass. In both modes, the spot where the pass is aimed is highlighted with a target.

In Auto Pass, the Genesis controls your pass receivers. This mode is the easier of the two.

In Manual Pass you take control of the intended receiver and control his movements after the quarterback has thrown the ball.

- To select the pass mode you want, highlight the option with the D-Pad and press **C** to toggle between the two modes.

PASS WINDOW MODE: There are two modes to select from: Pass Window On or Off. There are three receivers for every

passing play. With Pass Window On, the receivers appear in three window boxes. Each window box is represented by the buttons **A**, **B**, or **C**. Pass Window Off displays the receivers with the button letters next to them as they run up the field.

THE COIN TOSS

The visiting team chooses heads or tails. If you are the visitor you make the call.

- To select the call you want, D-Pad **up/down**. You must make the call while the coin is in the air.

If you win the toss, you can receive, kick, or choose which end of the field to defend.

- To make your choice, D-Pad **up/down** to highlight the option you want, then press **C**.

If you lose the toss, depending upon your opponent's choice, you choose either the goal you defend, or whether to kick or receive.

- To choose a goal to defend, D-Pad **up/down** to highlight the goal you want, then press **C**.
- Press **START** to exit the Coin Toss screen.

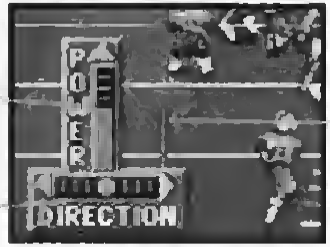
It's time to head for the field and kick some butt!!!

PLAYER CONTROLS

Kicking and Receiving a Kick

KICKING

By using the Kick meter, you can place your kick just about anywhere on the field. Keep an eye on the wind direction when gauging your kick. The following instructions apply to kickoffs, punts, and field goals.



To kick:

1. Press **C** to snap the ball and start the Power meter moving upward. The higher the orange bar rises on the power meter, the more force behind the kick.
2. D-Pad **left/right** to aim your kick while the bar is in motion. If you don't aim your kick, the ball travels straight ahead.
3. Press **C** again to stop the meter and kick the ball.

To set the kicking team in onside kick formation:

1. Press **A** to call an audible.

2. Press **A** again for an onside left formation, or press **C** for onside right.
3. If you change your mind, press **A** to call an audible, and then press **B** to return to standard formation.

NOTE: Remember: an onside kick must travel at least ten yards before the kicking team can recover the ball.

RECEIVING

When receiving, both kickoffs and punts are automatically fielded by your deep men, provided your team is in the proper formation. (On kickoffs, your team is automatically set in the kick receiving formation. For punts, you must choose "Punt Return" or "Punt Rush" to field a deep man.)

To set the receiving team in onside kick formation:

1. Press **A** to call an audible.
2. Press **A** again to defend an onside left, or press **C** to defend onside right.
3. Press **B** to return to standard formation.

Kick returners automatically field the ball and run.

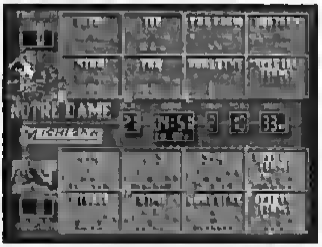
- To take control of the kick returner, press the D-Pad in any direction.

Running the Offense

CALLING A PLAY

There are two ways to call a play from the Play Call screen: 1 or 3 Box Modes. In both modes, you select a Formation first,

then a play. 1 Box mode allows you to bluff when calling a play. To learn more about how to select the mode you want, see *Play Call Mode* on page 17.



To call a play in 3 Box mode:

1. From the Formation screen, use the D-Pad to box the formation you want, then press the corresponding button. The Play Call screen appears.
2. Use the D-Pad to box the play you want, then press the corresponding button. You return to the field at the line of scrimmage.

To call a play in 1 Box mode:

1. From the Formation screen, use the D-Pad to box the formation you want, then press **C**. The Play Call screen appears.
2. To bluff, move the box over the play you want to pretend to call and press **B**.
3. To call the play you actually want, move the box over the play and press **C**.
4. Press **A** to exit the Play Call screen.

When you press **B**, you hear the same "select" sound you hear when you press **C**, but no play is called. Also, you can choose more than one play with the **C** button; only the last play chosen is run.

Use the same procedure when using the 1 Box mode to set audibles.

When you reach the line of scrimmage, press **C** to snap the ball, and press **B** to fake the snap. If you try a fake, you may draw the defense offsides.

THE PLAY CLOCK

The offense has 25 seconds after the whistle to call the next play and snap the ball. If the 25 seconds expire before the ball is snapped, the offensive team receives a five-yard Delay of Game penalty. When a Time-out is called, the Play Clock is reset at 25 seconds.

CALLING AN AUDIBLE

When the team lines up over the ball, the quarterback reads the defense. He may not like what he sees. He can call an audible, changing the play called in the huddle.

To call an audible:

1. Press **A**. The audible indicator appears.
2. Press the button corresponding to the play you want to run.
3. Press **C** to snap the ball. (To learn more about audibles, see *Set Audibles* on page 16.)

RUNNING

There are a number of slick moves you can execute while

running the ball.

- To hand the ball off or lateral to a runner, press **C**. The quarterback hands the ball to the closest back.
- To change directions, press the D-Pad in the direction you want.
- To make the ball carrier dive, press **A**.
- To explode forward, tap **B**.
- To spin, hold **B**.
- To hurdle, press **C**.

PASSING & RECEIVING

There are three receivers for every passing play, represented by the **A**, **B**, or **C** buttons. Pass to a receiver by pressing the corresponding button. If you have Pass Window On, the receivers appear isolated in passing windows. If the Pass Window option is off, the button letters appear next to the corresponding receiver.

Receiver Letters

- Hold the button down for a bullet pass; tap it for a lob.

You can let the Genesis execute the play, or you can take control of the quarterback by pressing the D-Pad in any direction. If you do, it's up to you to call up the windows/receiver letters, choose a receiver, and pass the ball.

- To call up the passing windows or the receiver letters, press **C** after the snap. Select the receiver you want, and press the corresponding button.

While the ball is in the air:

- To switch control to the intended receiver, press **B**, then use the D-Pad to guide the receiver. (This is not necessary in Automatic mode, the switch is made automatically.)
- To raise the receiver's hands, press **C**.
- To make the receiver dive for the ball, press **A**.

HURRY-UP OFFENSE

For those desperate drives late in the game, try the no-huddle offense.

- To go straight to the line of scrimmage and run the play you just ran, hold **C** right after the whistle blows.
- To run a "Stop Clock" play (the quarterback throws the ball into the ground), hold **A** right after the whistle blows. When your team lines up, press **C** to snap the ball. The quarterback grounds the ball.

  NOTE: Be sure not to touch the D-Pad when executing a "Stop Clock" play. Once you assume control of the quarterback, you cancel the grounding command.

FIELD GOALS, PUNTS, AND P.A.T.S

Select the formation "Special Teams" from the Play Call screen (D-pad **down** if you don't see the formation). Select the play you want, e.g., Field Goal, and operate the kicking meter just as you would for a kickoff (see *Kicking* on page 19).

NOTE: To kick a P.A.T., select "Field Goal" as your play.

Running the Defense

CALLING A PLAY

Call a defensive play the same way you call an offensive one. (See *Running the Offense* on page 20 for more information.)

DEFENDING A RUN

The defense reacts automatically to the action on the field, but you can take control at any time.

- To fire off the line of scrimmage, press **C**. Watch out for offside violations.
- To dive at the ball carrier for a crushing hit, press **A**.
- To take control of the defensive player closest to the ball, press **B**.
- After the snap, use the **C** button to make the defensive player jump and raise his hands to block a kick, or intercept a pass, or execute a power tackle.

DEFENDING A PASS

If the receivers run passing patterns, the defensive backs automatically cover them. However, if you want to take control of the defensive player closest to the ball, press **B**. The circle target moves under that player.

As with all defensive situations, the player over the circle target can dive (press **A**), or jump or raise his hands to intercept the pass (press **C**).

CALLING A DEFENSIVE AUDIBLE

You can call a defensive audible before the snap in the same way you call an offensive audible.

To call an audible at the line of scrimmage:

1. Press **A**. The audible indicator appears.
2. Press the button corresponding to the play you want to run.

Defensive audibles are pre-programmed, however, you can set your own. To learn more about setting audibles, see *Set Audibles* on page 16.

SPECIAL TEAMS

With both punts and field goals, you have two options: to defend or to block. Choose SPECIAL TEAMS as your formation, then make your selection from the Play Call screen.

When you receive a punt, choose 'PUNT RETURN' if you want your men to hang back and block. Choose 'PUNT RUSH' if you want your men to rush the punter and forfeit opportunities to block the opposition. Use the D-Pad to take control of your deep man.

When you defend a field goal or P.A.T., you have the same options. Choose a 'PREVENT' defense if you think the kicking team might fake a kick. Choose 'FIELD GOAL BLOCK' if you want to try to block the kick.

THE PAUSE MENU

You can pause the game at any time. The game clock stops running, and the Pause menu appears. From this menu you can exercise some of the same options available in the Pregame menu, but there are additional options available.

- To pause the game, press **START**. The Pause menu appears

To make selections from the Pause menu:

1. D-Pad **up/down** to highlight an option.
2. Press **C** to select the highlighted option.
3. Press **START** to return to the Pause menu.

RESUME GAME. Select this option to return to action. You

can also press **START** from the Pause menu to return to the game.

REPLAY NORMAL/REPLAY REVERSE: The EA SPORTS crew provides unlimited instant replay from two different angles: Normal and Reverse. You can review a play at any time during the game, as many times as you want. Once you select a REPLAY option, the Instant Replay screen appears.

To view Instant Replay:

1. Select REPLAY NORMAL/REVERSE from the Pause screen.

- Hold **A** to rewind.
- Tap **B** for frame by frame replay.
- Hold **B** to replay in slow motion.
- Tap **C** to replay at normal speed.
- Use the D-Pad to position the circle cross over a player or portion of the field you want to isolate during the replay.

2. Press **START** to exit the Replay screen and return to the Pause screen.

TEAM ROSTER: View the rosters for the two teams.

- To toggle back and forth between teams, D-Pad **left/right**
- To view the different positions, D-Pad **up/down**.

DRIVE SUMMARY: The Drive Summary displays the offensive plays run on the current drive. It shows the type of play,

the yards gained or lost, time of possession, and any penalties that have been called.

To view the Drive Summary:

1. Select DRIVE SUMMARY from the Pause screen.
2. D-Pad **left/right** to scroll through the entire Drive Summary.

GAME STATS: The Game Statistics screen displays the current statistics in the game's most vital categories. Check out the success of your team's offensive and defensive strategies.

To check out the Game Statistics:

1. Select GAME STATS from the Pause screen.
2. D-Pad **up/down** to scroll through all the statistics.

TEAM STATS: View the stats for all the players on a given team.

To view the Team Statistics:

1. Select TEAM STATS from the Pause screen.
2. D-Pad **up/down** to scroll through the different players; D-Pad **left/right** to view the different teams.

SCOREBOARD: Also available from the Pregame menu, this option keeps you up to date on the day's scores.

TIME-OUT: Each team has three Time-outs per half. These do not carry over from the first to second half. When a team calls Time-out, the game clock stops and the play clock resets to 25 seconds. Time-outs can also be used to refresh your

players; energy levels return to 100% after a time-out is called. Remember, you can't call a Time-out until the whistle signifying the end of a play has sounded. Notice that when you return to the Play Call screen, your Time-out indicator reflects the call.

SET AUDIBLES: This option is only available when you access the Pause menu from the Play Call screen. You can't reset your audibles during the middle of a play. (See *Set Audibles* on page 16 for more information.)

PLAY CALL MODE Choose between 1 or 3 Box modes. (See *Play Call Mode* on page 17 for more information.)

PASS CATCH MODE: Choose between Auto or Manual Pass modes. (See *Pass Catch Mode* on page 17 for more information.)

PASS WINDOW MODE: Select from Windows On or Off. (See *Pass Window Mode* on page 17 for more information.)

PLAYOFFS AND BOWL GAMES

When you select NEW SEASON as a play mode, you have the opportunity to choose the style of tournament play you want. From the Game Setup screen, select either PLAYOFFS or BOWL GAMES. When the regular season ends, you begin Tournament play.

Playoffs

EA SPORTS welcomes you to the EA Cup College Playoff Championship, a sixteen-team, single-elimination tournament. Your team enters the tournament paired against its

opponent according to rank. If your team wins, you advance to the next round. Every game you win takes you closer to the championship game and the final showdown. If your team loses, you can either select another team and continue the tournament, or return to the Game Setup screen and make a new play mode selection.

TIES

In the event of a tie, the game moves into sudden death overtime. In overtime the play clock runs as usual, but there's no game clock. The first team to score is the winner.

> **NOTE:** Sudden death overtime applies only to Playoff games. Exhibition, Season, and Bowl games can end in ties.

RESUMING A TOURNAMENT

As with Season play, you can exit and then resume a Playoff tournament before completing the entire cycle, though you must complete a game for it to be saved. The system saves the most recent tournament, replacing any old tournaments or seasons in the battery backup.

- To resume a Playoff Tournament in progress, select CONTINUE SEASON from the Game Setup screen, and press **START**.

VICTORY CELEBRATIONS

If you take one team all the way through a season and then manage to win the Playoffs, you'll see a cool victory celebration animation at the end of your final game. Each team has their own victory celebration, so try different teams throughout a season.

BOWL GAMES

Four Bowl games are scheduled, one for each conference. The Bowl games are: the Palm Bowl, the Pecan Bowl, the Redwood Bowl, and the Maple Bowl. The rankings determine the eight teams that participate in the Bowl games. Four spots are automatically given to the first ranked team in each conference; the second four spots are given to the remaining highest ranked All Conference teams. The first and second ranked teams in the country must play each other. After you play your Bowl game, check the rankings again to determine your final status. If your team wins a Bowl game, you view a victory celebration here as well.

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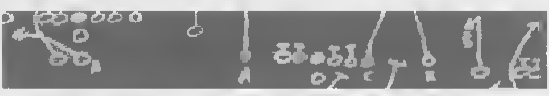

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